

CLAIMS:

1. A game call apparatus, comprising:

a calling surface;

a sounding board;

a housing configured to hold the calling surface and the sounding board spaced from the calling surface, the base further comprising a bottom wall

a flange forming an integral part of the housing, the flange extending from the bottom wall.
2. A game call according to claim 1 wherein the flange creates a sound chamber to resonate sounds generated by the game call.
3. A game call according to claim 1 wherein the flange terminates at an edge comprising a contoured surface.
4. A game call according to claim 1 wherein the flange terminates at an edge comprising a contoured surface, the contoured surface of the edge corresponding generally to a surface of a person's leg.
5. A game call according to claim 1 wherein the flange comprises an aperture for directing sounds generated by the call.

6. A game call according to claim 1 wherein the flange comprises a plurality of apertures for directing sounds generated by the call.

7. A game call according to claim 1 wherein the housing comprises a necked-down portion adjacent the flange.

8. A game call according to claim 1 wherein the housing comprises a necked-down portion adjacent the flange, and further comprising a pair of textured surface areas formed at the necked-down portion to assist in grasping the call.

9. A game call according to claim 1, further comprising a strap coupled to the housing to hold the game call to a support surface.

10. A game call according to claim 1, further comprising a strap coupled to the housing to hold the game call to a person's leg.

11. A game call according to claim 1, further comprising a strap coupled to the housing to hold the game call to a firearm stock.

12. A game call, comprising:
a friction game call, comprising a calling surface, a sounding board, and a bottom wall;
a support extending below and integrally formed with the housing, the support maintaining the base above a support surface when the friction game call is positioned on a support surface.
13. A game call according to claim 12 wherein the support creates a sound chamber to resonate sounds generated by the game call.
14. A game call according to claim 12 wherein the support terminates at an edge comprising a contoured surface.
15. A game call according to claim 12 wherein the support terminates at an edge comprising a contoured surface, the contoured surface of the edge corresponding generally to a surface of a person's leg.
16. A game call according to claim 12 wherein the support comprises an aperture for directing sounds generated by the call.
17. A game call according to claim 12 wherein the support comprises a plurality of apertures for directing sounds generated by the call.

18. A game call according to claim 12 wherein the housing comprises a necked-down portion adjacent the support.

19. A game call according to claim 12 wherein the housing comprises a necked-down portion adjacent the support, and further comprising a pair of textured surface areas formed at the necked-down portion to assist in grasping the call.

20. A game call according to claim 12 further comprising a strap coupled to the housing to hold the game call to a support surface.

21. A game call according to claim 12 further comprising a strap coupled to the housing to hold the game call to a person's leg.

22. A game call according to claim 12 further comprising a strap coupled to the housing to hold the game call to a firearm stock.

23. A method of using a game call apparatus, comprising:

- providing a calling surface;
- providing a sounding board;
- providing a housing including a bottom wall configured to hold the calling surface and the sounding board;
- providing a flange extending below the bottom wall and an aperture formed in the flange to create a sound chamber;
- positioning the game call on a support surface with the aperture facing toward a particular direction to direct sounds from the sound chamber toward the direction.

24. The method of claim 23, further comprising pivoting the call about a portion of the flange to open the sound chamber and direct sounds from within the sound chamber toward a desired location.

25. A method of connecting a game call to a support surface, comprising:

- providing a game call comprising a pair of slots and a pair of corresponding channels extending to the slots;
- inserting a strap through the channels and into the slots to hold the game call on a support surface.

26. The method of claim 25, further comprising:
providing a pair of respective fingers within the slots;
supporting the straps on the fingers when the game call is on the support surface to prevent the straps from extending into the channels.

27. The method of claim 25, further comprising:
providing a pair of respective fingers within the slots;
supporting the straps on the fingers when the game call is on the support surface to prevent the straps from extending into the channels;
moving the straps around the fingers to place the straps within the channels when the game call is to be removed from the slots.